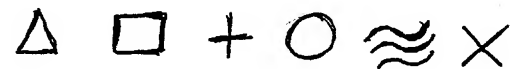


# MENTAL COMMUNICATION FIRST STAGE

CREATE A SPECIALIZED TARGET POOL:

Abstract Symbols



Emotion transmitting



Colors, Objects, Scenes, etc.



# **MENTAL COMMUNICATION SECOND STAGE**

## **DEVELOP VIEWER PROFICIENCY**

**Repeated sessions at regular intervals,  
mixed in with other work, using all  
combinations of "senders" & "receivers".**

**Records kept of "sender-receiver" team  
success rates as well as personal progress.**

# **MENTAL COMMUNICATION THIRD STAGE**

## **DEVELOP MESSAGE TRAFFIC**

Each symbol will have a built-in word assigned to it.

Once proficiency is gained and we have found out what works best for each team, target symbol selection will be made according to word meaning, not randomly selected by the computer.

# **MENTAL COMMUNICATION FOURTH STAGE**

## **WEAN THE TEAM FROM THE COMPUTER**

Using BPT methods, the "sender" goes to a distant site with a bit of message traffic its symbols.

The "sender" sets up the site to meet the symbology for the message.

# **MENTAL COMMUNICATION FIFTH STAGE**

**WEAN THE TEAM FROM THE LABORATORY SITUATION**

**Using a customer who is knowledgeable  
of our project, and who will provide**

**A non-critical target situation**

**Post-testing evaluation**

# **INVESTIGATING MENTAL COMMUNICATION**

**If properly managed and  
conducted, the investigation  
should take well over a year  
to perform.**

**The investigation consists of  
five stages:**

# **MENTAL COMMUNICATION INVESTIGATION**

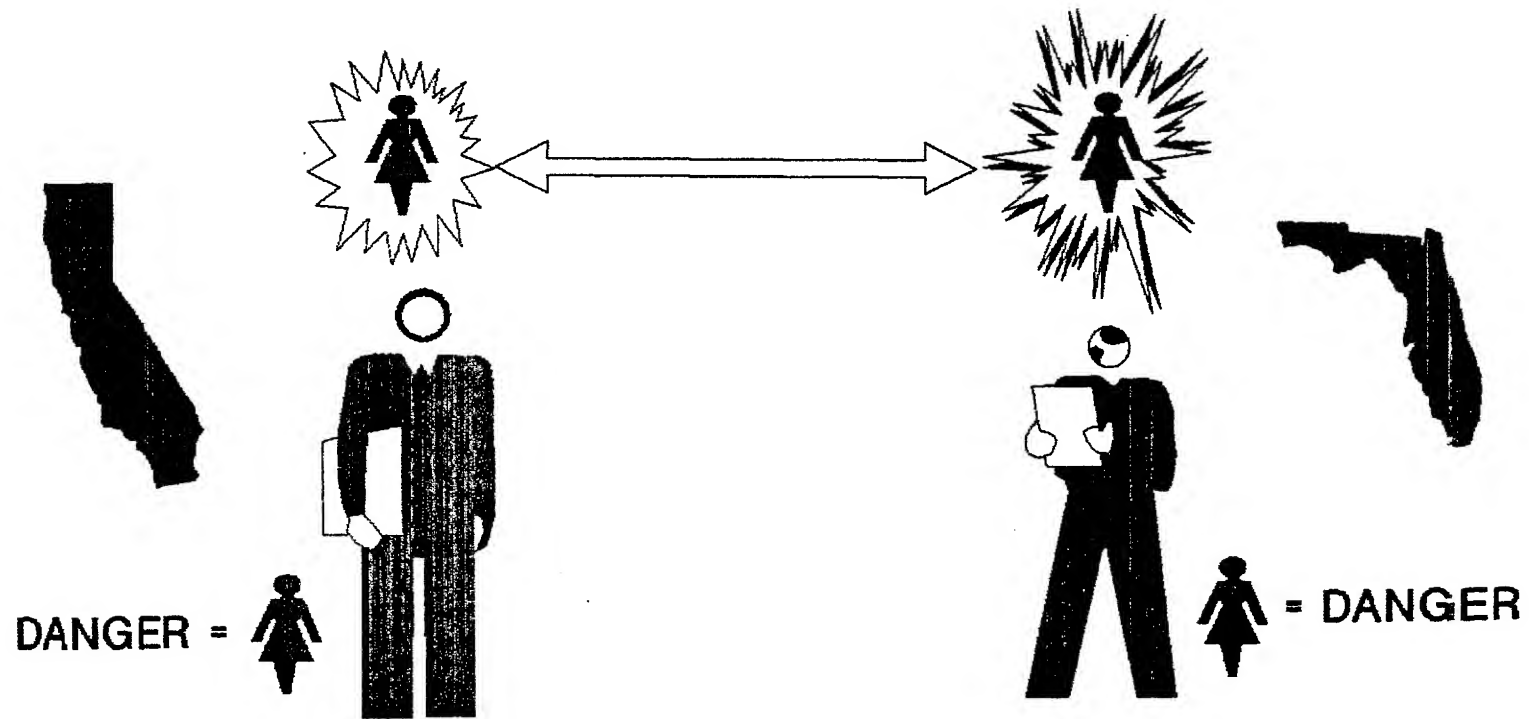
**THREE ALREADY-PROVEN METHODOLOGIES ARE USED:**

- "ZENNER CARD" METHOD**
- ASSOCIATIVE REMOTE VIEWING (ARV)**
- BEACON PERSON TARGETING (BPT)**

**THE INVESTIGATION WILL PROGRESS IN FIVE STAGES:**

- CREATE A COMPUTERIZED TRAINING ENVIRONMENT**
- DEVELOP VIEWER PROFICIENCY W/THE COMPUTER**
- ASSIGN ASSOCIATED MESSAGE TRAFFIC**
- WEAN THE TEAM FROM THE COMPUTER**
- MOVE THE TEAM INTO REAL-WORLD SITUATIONS**

# MENTAL COMMUNICATION



TRANSFER OF MESSAGE TRAFFIC BY MENTAL MEANS



# **MENTAL COMMUNICATION INVESTIGATION**

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MESSAGE SET

Message
Remain submerged for two days
Evasive plan six
*Rendezvous at pickup point three
Proceed to base one
Standby alert on priority targets
*Launch priority targets

\*  
Messages sent via remote-viewing  
protocol.

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